

FIG. 1

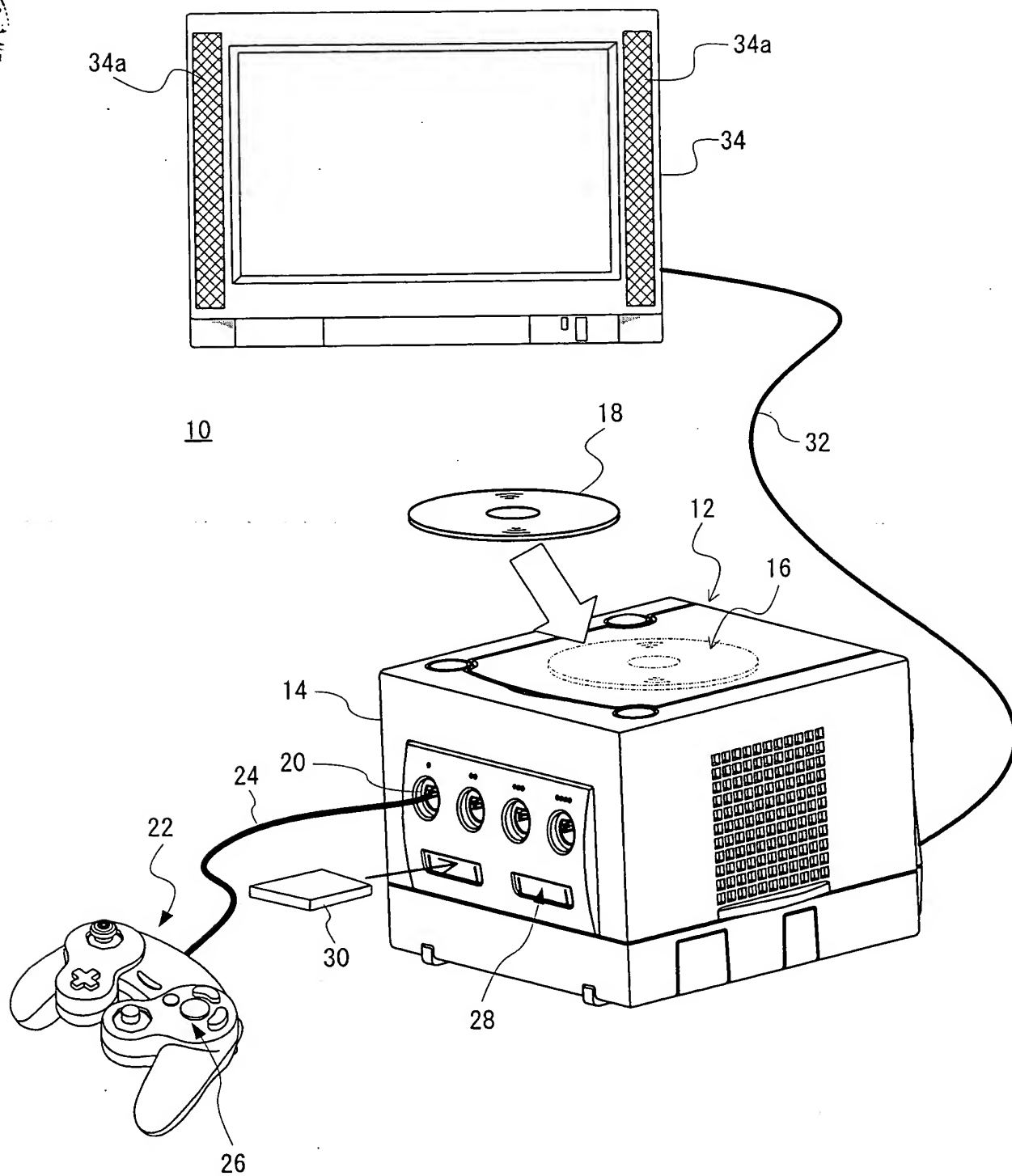


FIG. 2

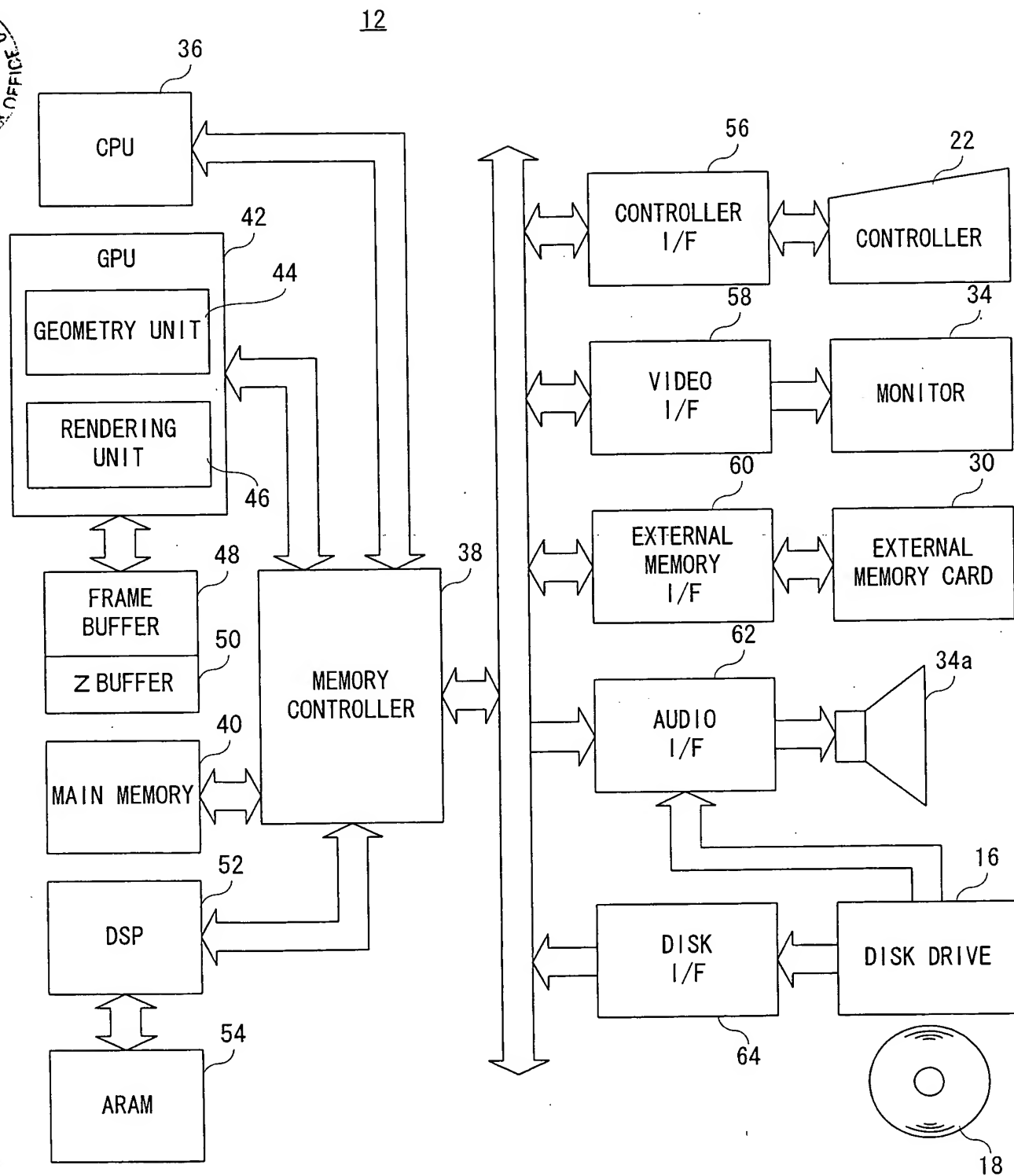


FIG. 3

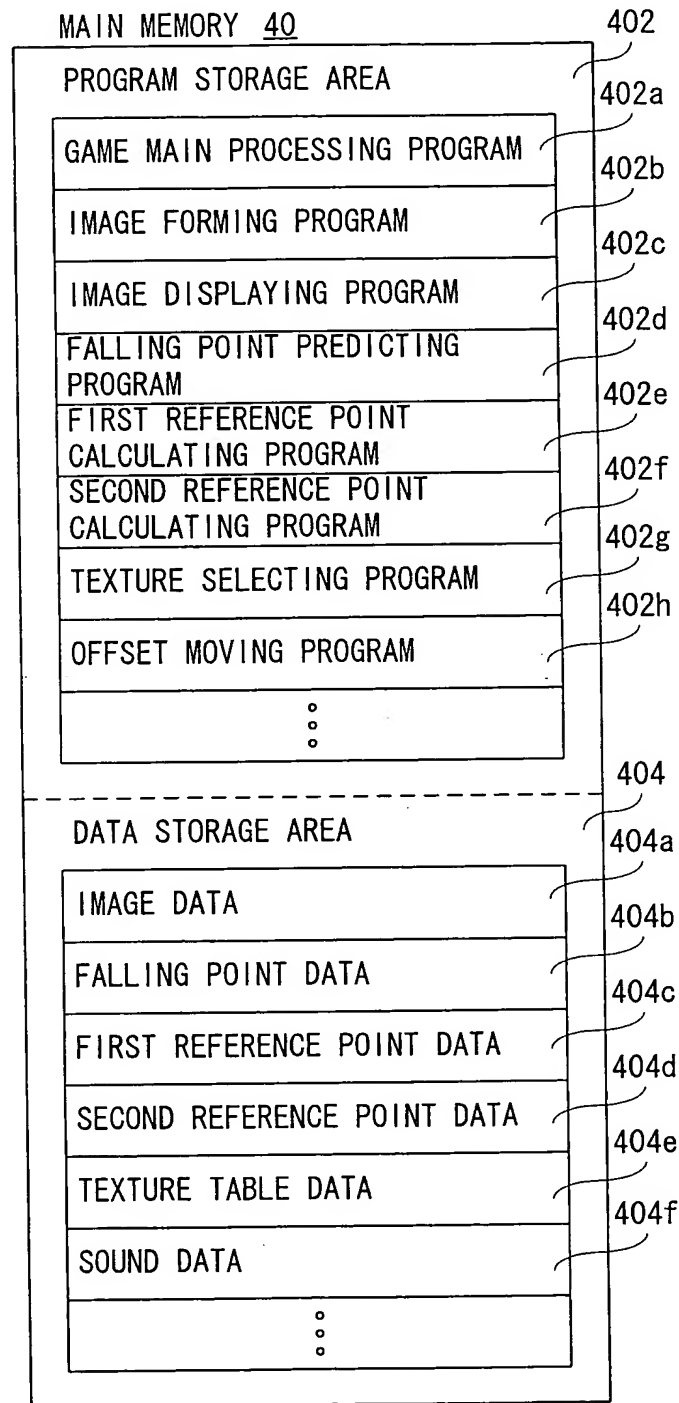




FIG. 4

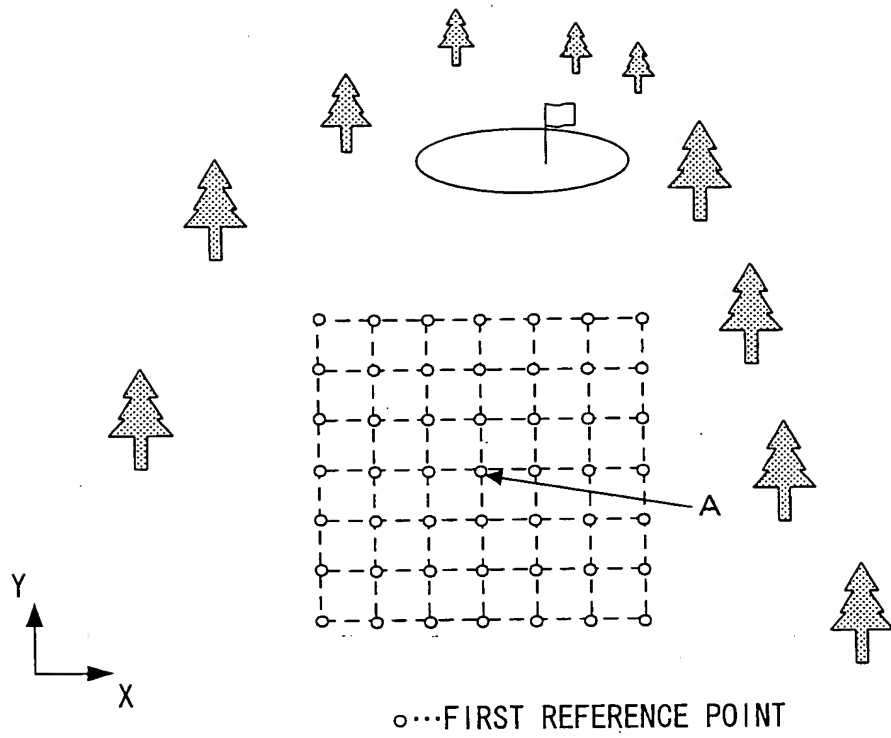




FIG. 5

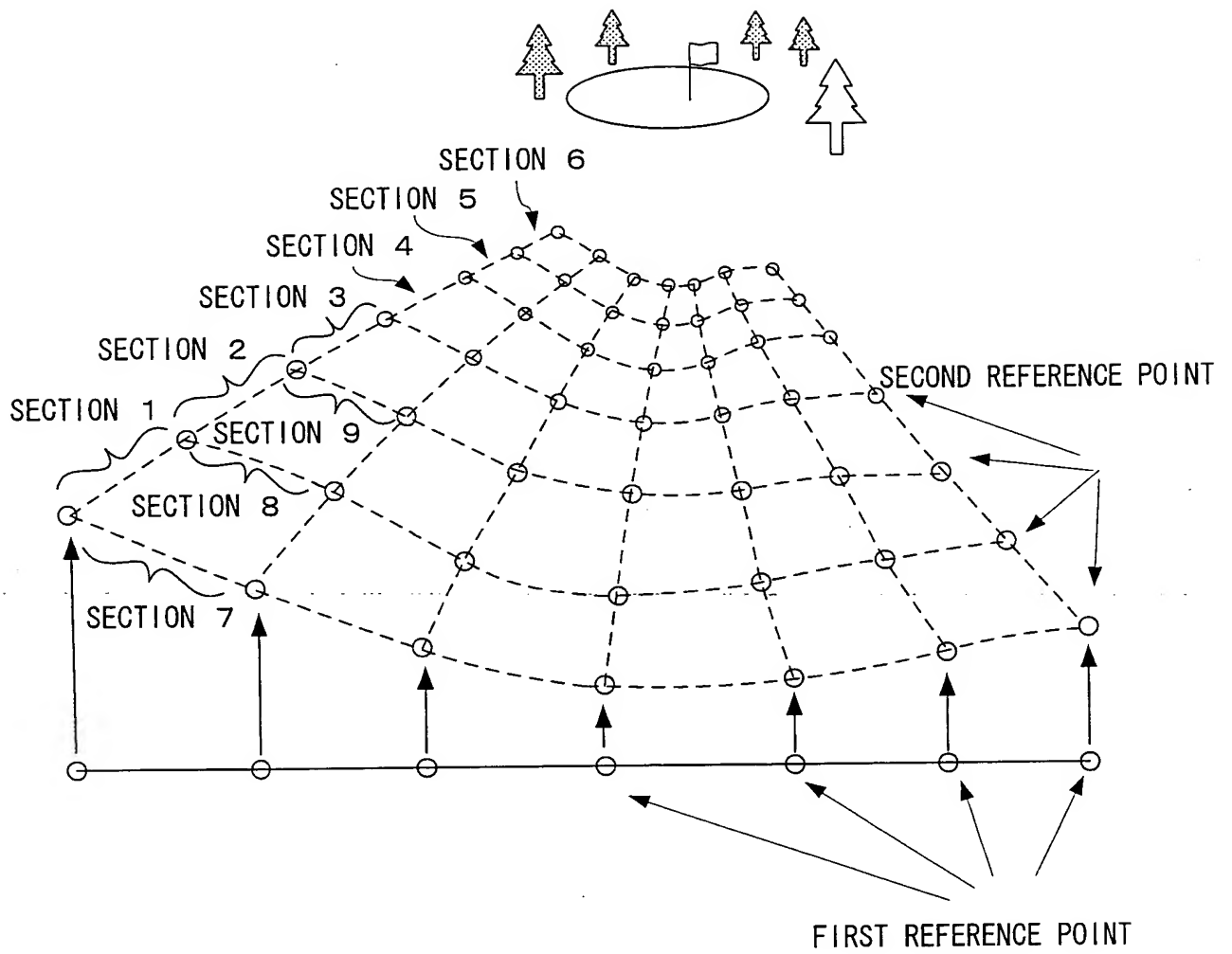
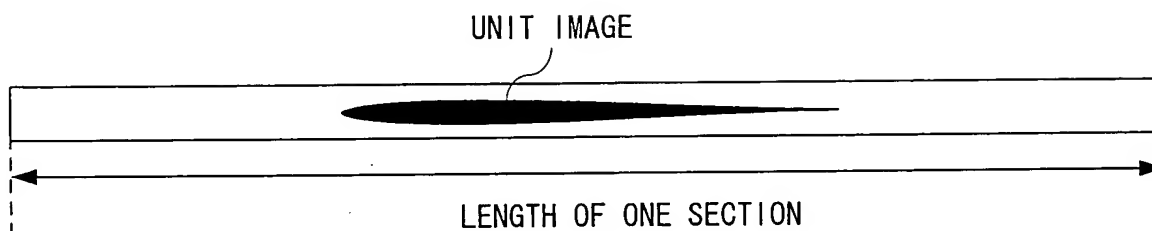


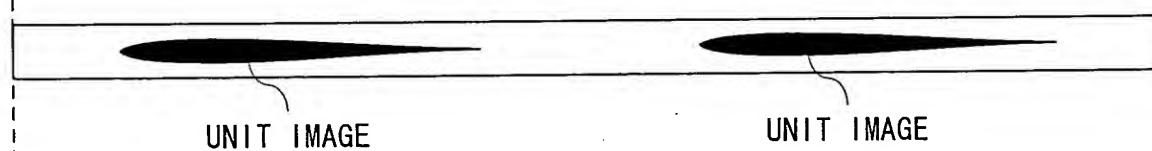


FIG. 6

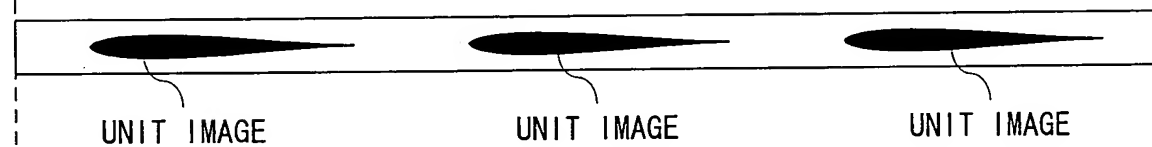
(A) GRID LINE TEXTURE 1



(B) GRID LINE TEXTURE 2



(C) GRID LINE TEXTURE 3



(D) GRID LINE TEXTURE 4

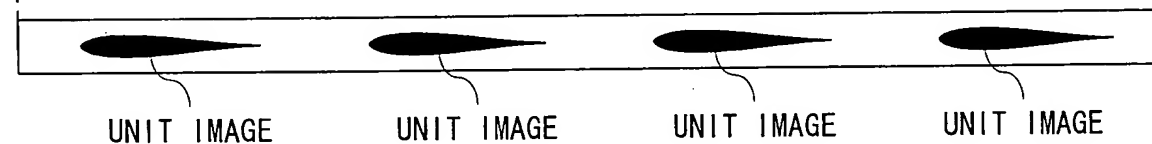
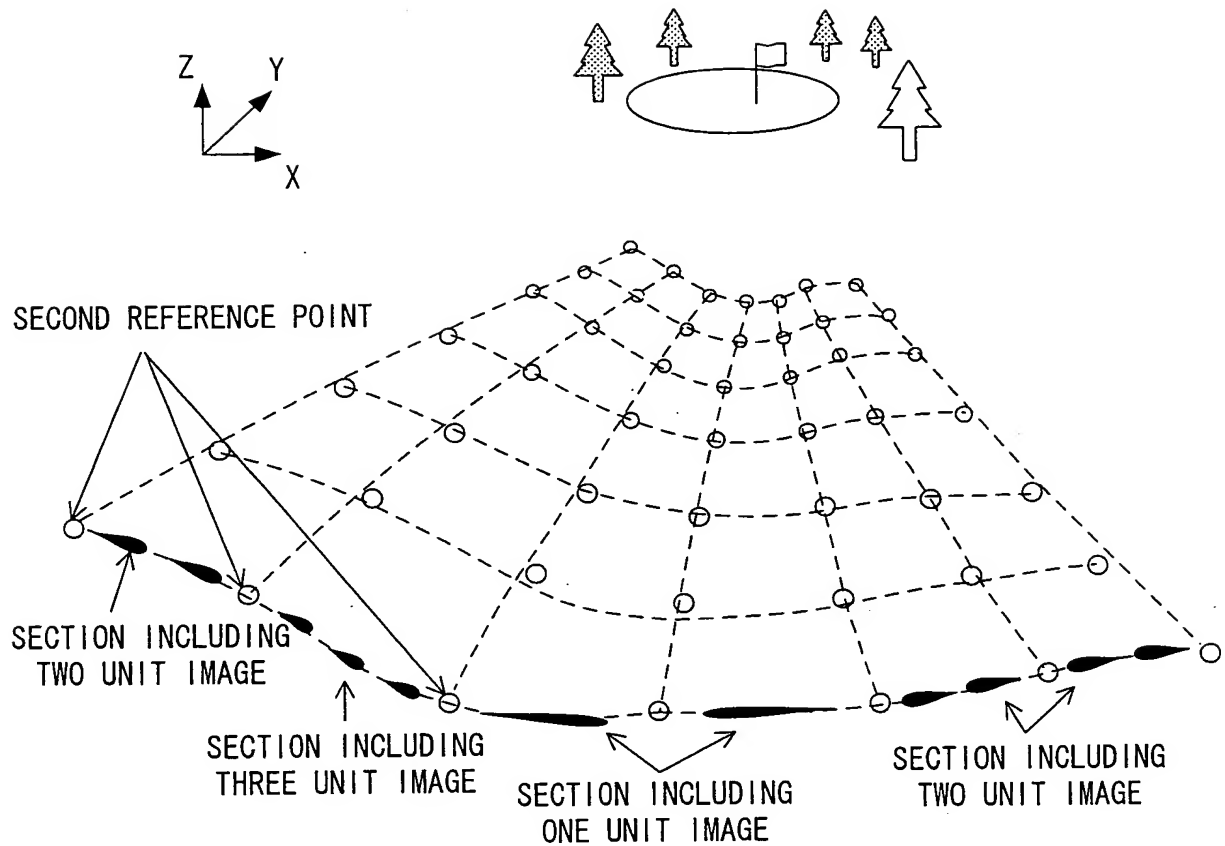


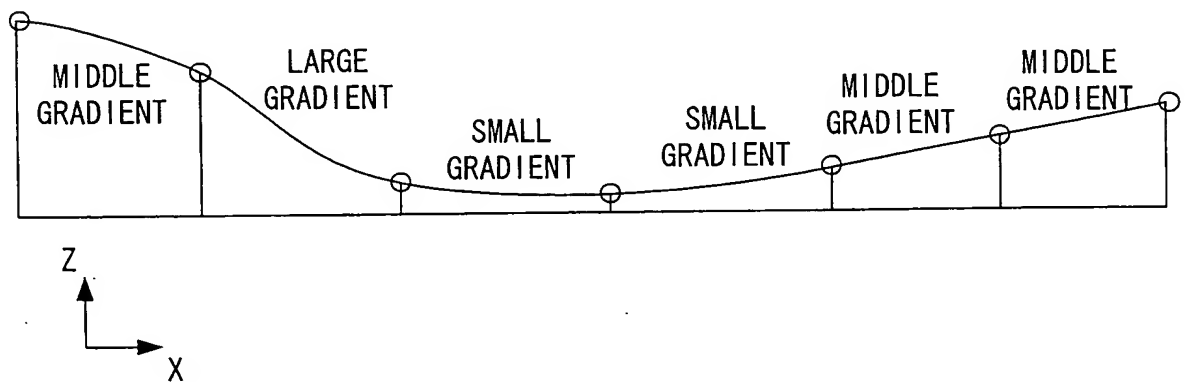


FIG. 7

(A)



(B)



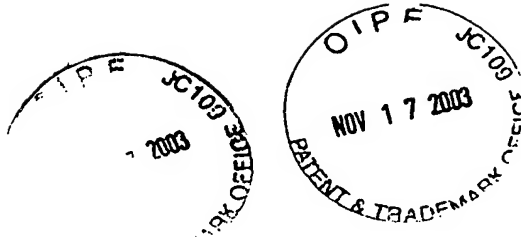


FIG. 8

TEXTURE TABLE

SECTION NAME	GRID LINE TEXTURE NUMBER (N)
SECTION 1	...
SECTION 2	...
SECTION 3	...
• • •	• • •
SECTION n	...



FIG. 9

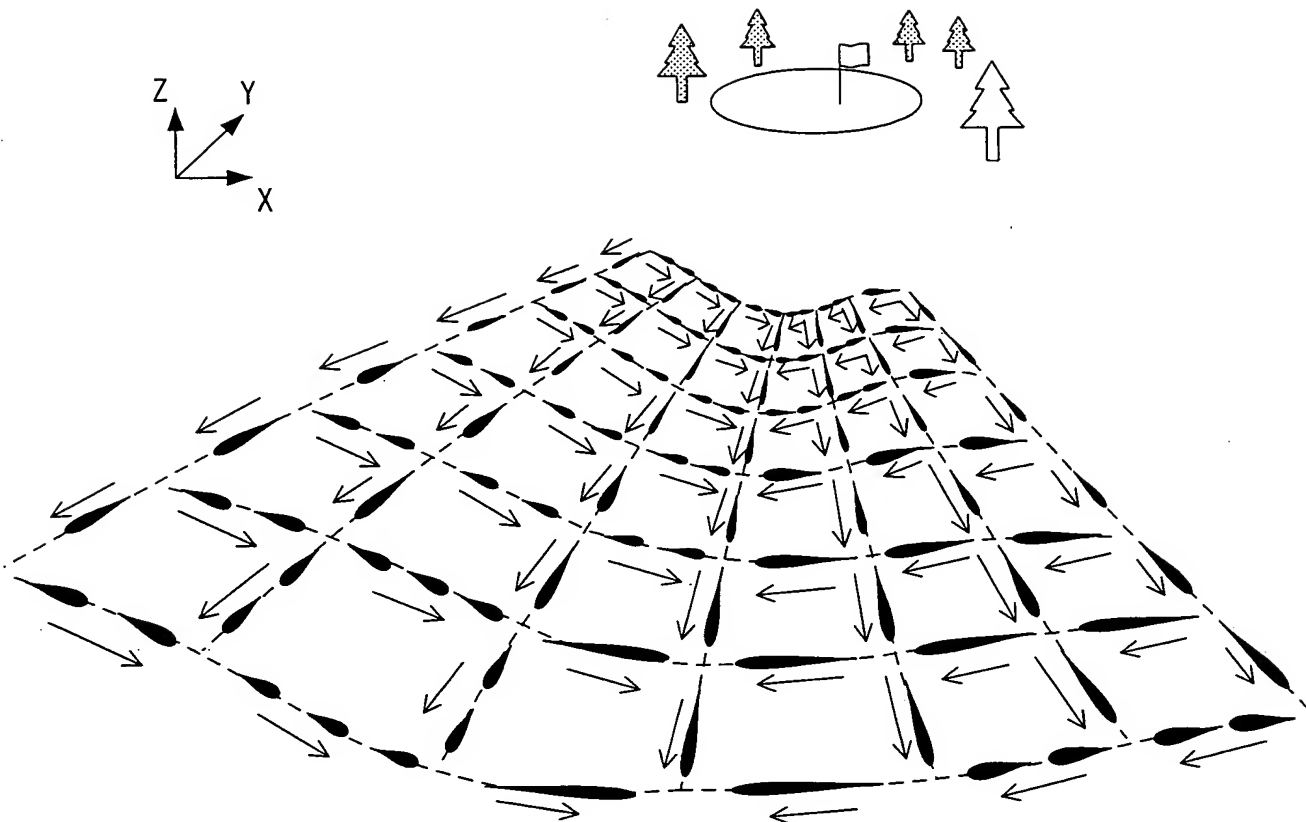




FIG. 10

GAME SCREEN

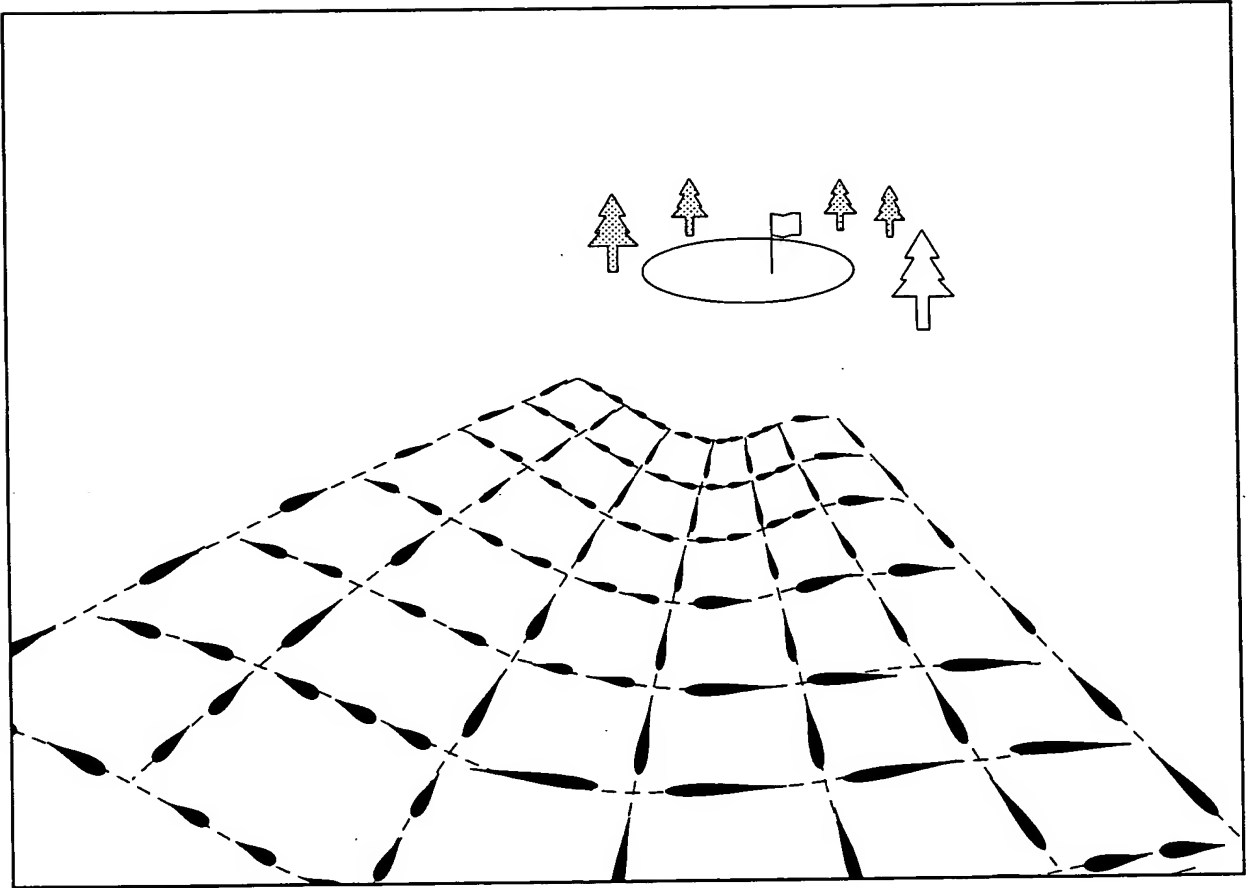
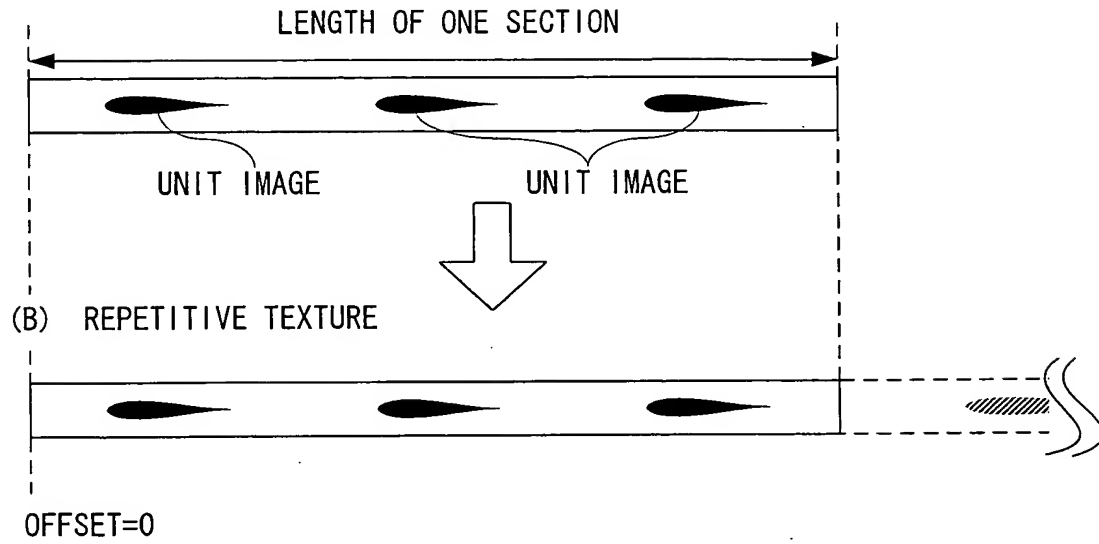




FIG. 11

(A) GRID LINE TEXTURE 3



(C) PASTE ONTO SECTION
(0-TH FRAME)

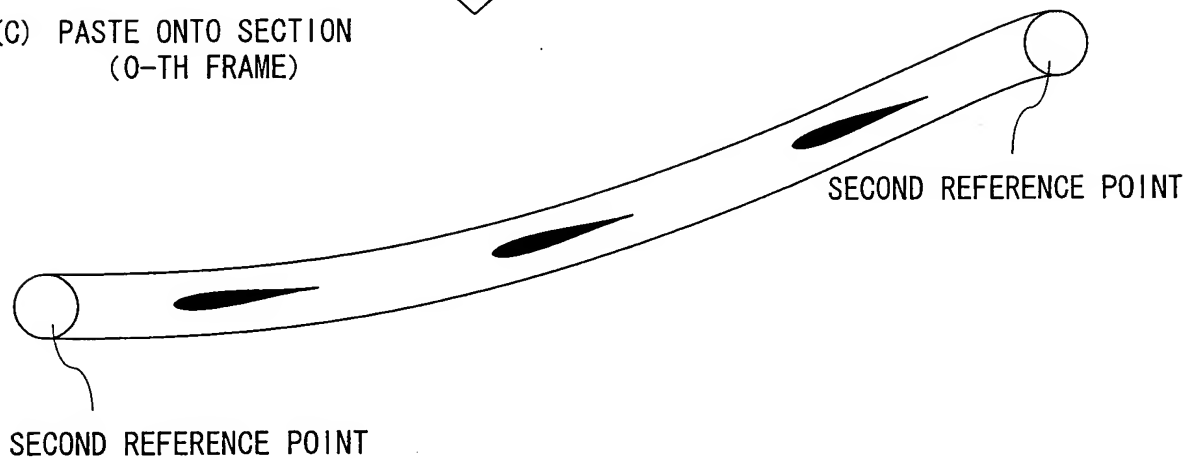
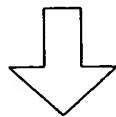
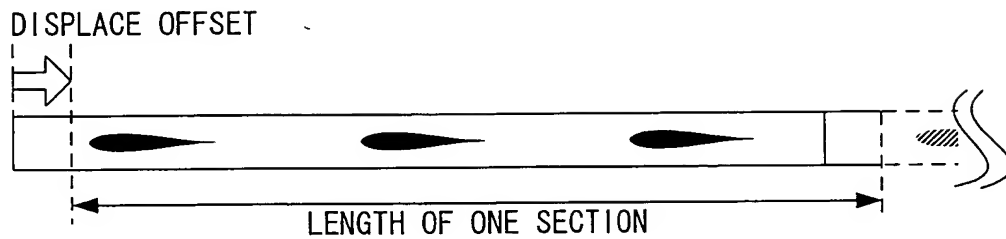


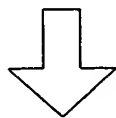


FIG. 12

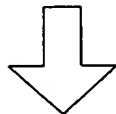
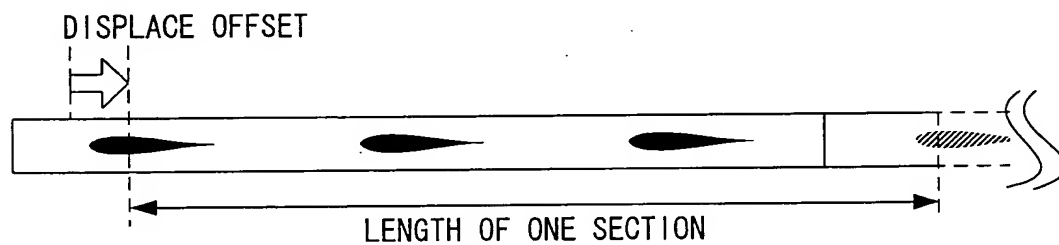
(A) FIRST FRAME



(B) FIRST FRAME



(C) SECOND FRAME



(D) SECOND FRAME

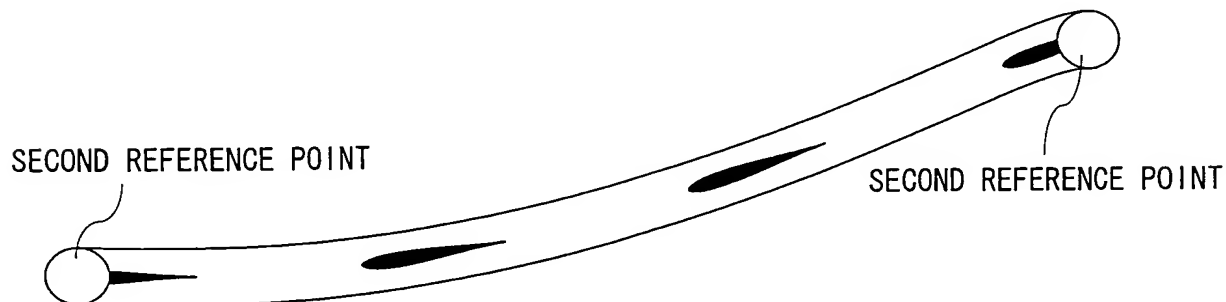




FIG. 13

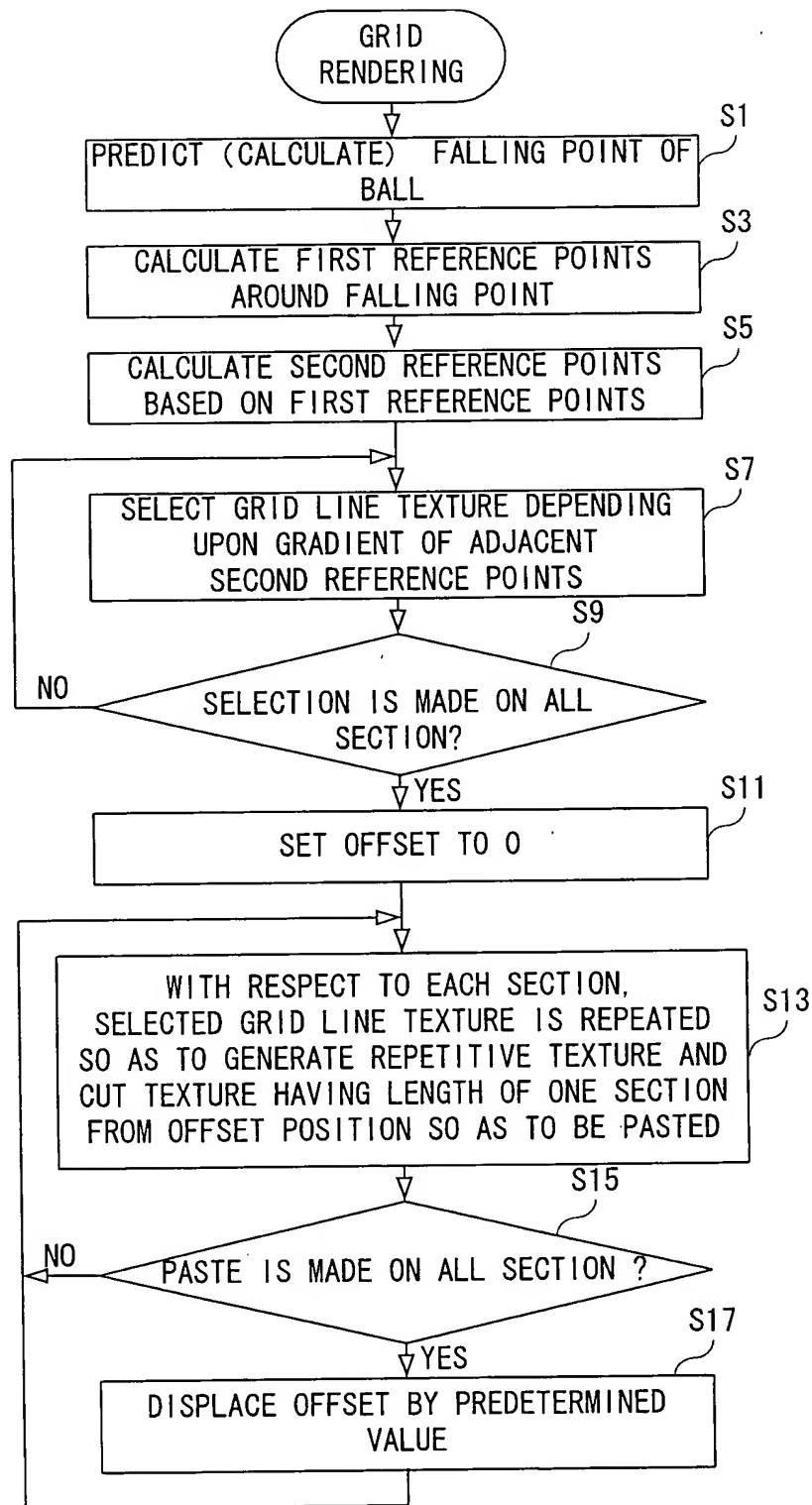
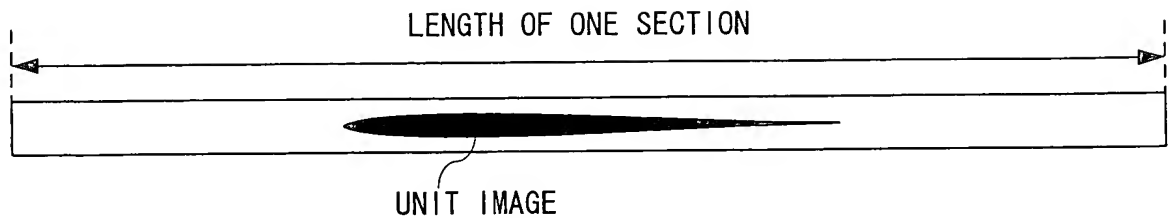


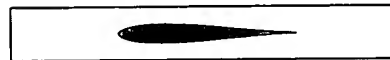
FIG. 14

(A) REFERENCE TEXTURE

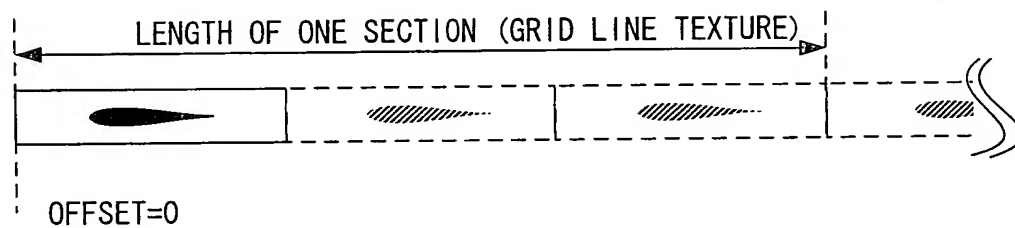


REDUCE TO ONE-THIRD
IN HORIZONTAL DIRECTION

(B) REDUCED TEXTURE



(C) REPETITIVE TEXTURE



(D) PASTE ONTO SECTION
(0-TH FRAME)

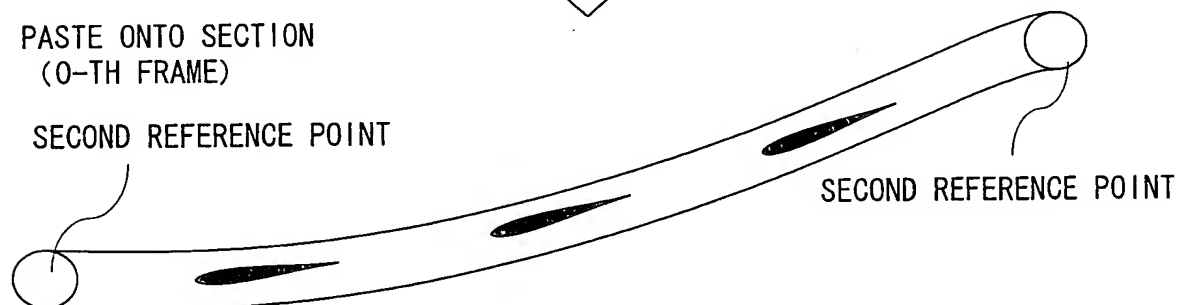
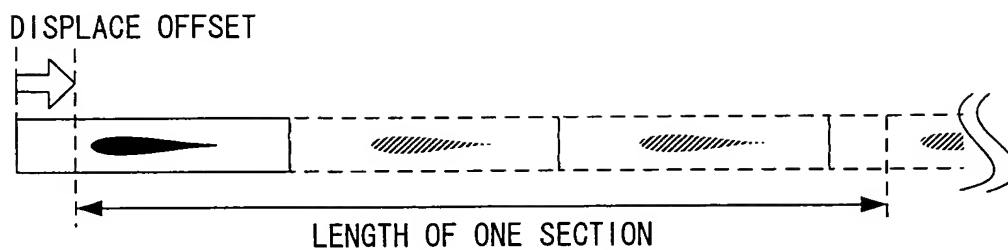
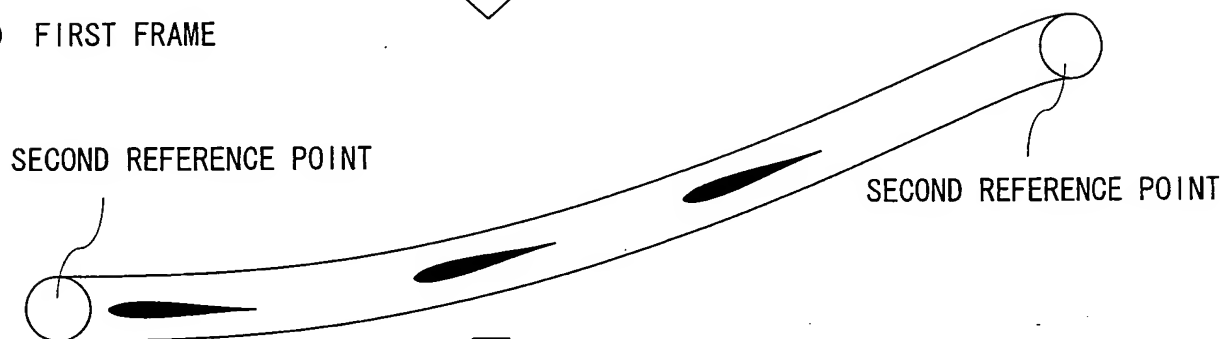


FIG. 15

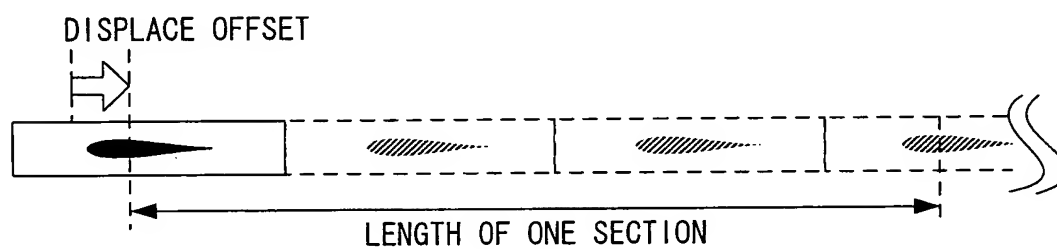
(A) FIRST FRAME



(B) FIRST FRAME



(C) SECOND FRAME



(D) SECOND FRAME

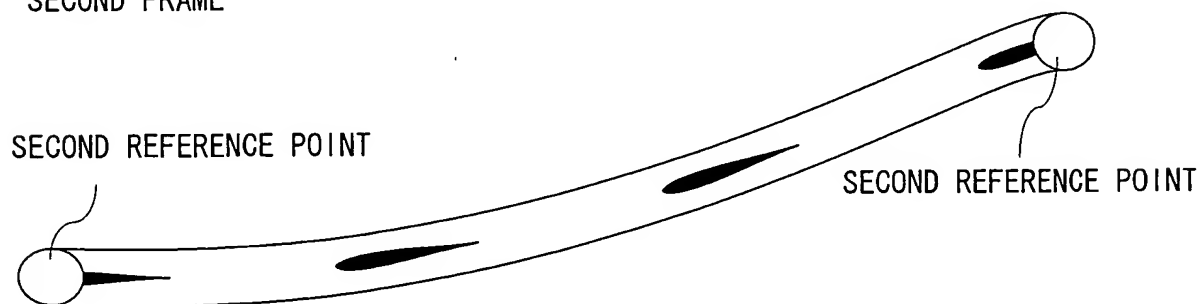


FIG. 16

TEXTURE TABLE

SECTION NAME	THE NUMBER OF UNIT IMAGES
SECTION 1	...
SECTION 2	...
SECTION 3	...
⋮	⋮
SECTION n	...



FIG. 17

